



**⚠ Precautions**

- Before lowering the transducer, always check the water depth. If the depth is too shallow, the transducer may touch the seabed, resulting in damage to the transducer.
- Do not exceed the hull unit's allowable speed of 20 kn (18 kn while raising/lowering the unit). If exceeded, the hull unit may be damaged, resulting in a serious accident.
- For your safety, always retract the transducer before turning the power off. If the power of the equipment is turned off when the transducer is protruded, the transducer will automatically be raised and retracted.
- The control unit is equipped with a motion sensor to prevent malfunction caused by vibrations. If the trackball does not operate, change the position of your hand or fingers.

**USER PROG** : Selects a registered user program.

**GAIN** : Adjusts the gain. (+: Higher, -: Lower)

**RANGE** : Selects the range. (+: Larger, -: Smaller)

**Move a school of fish on the display**

Rotate the trackball →

Set/Cancel OFF CENTER

OFF CENTER

or

Long-press (Set)      Long-press (Cancel)

Place the cross-hair cursor on the location where you want to move the own ship mark.

**Automatically track a school of fish**

Rotate the trackball → TARGET LOCK

Place the cross-hair cursor on the fish echo to be tracked.

**Set the tilt angle from sea surface**

Upward: Smaller  
Downward: Greater

TILT

**Delete marks**

(For Event mark & Fish mark)

Delete individually → DELETED MARK Short-press

Place the cross-hair cursor on the mark to delete.

Delete collectively → DELETED MARK Long-press

**Turn ON/OFF the power.**

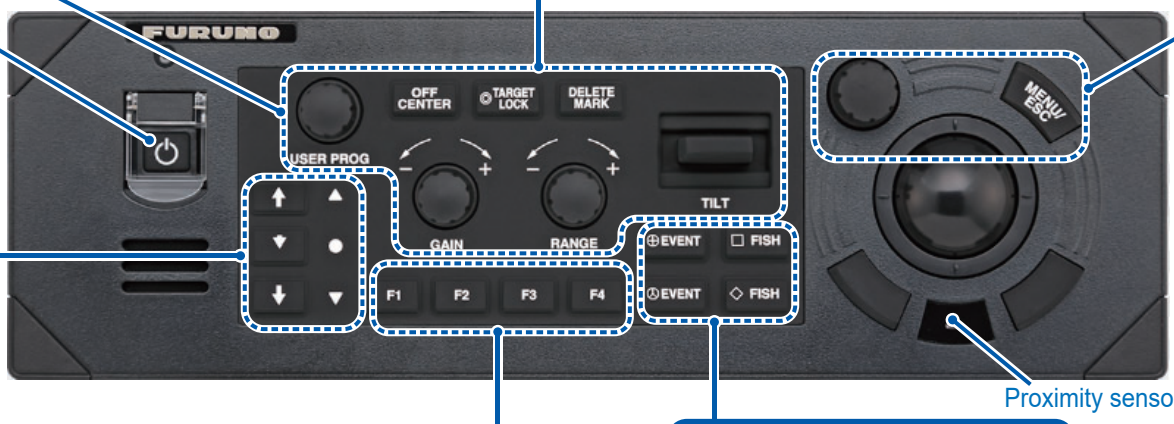
**Protrude/retract transducer**

Protrude ( is not used.)

Lowering: LED flashing  
Protruded: LED lit

Retract

Raising: LED flashing  
Retracted: LED lit



**Enter a mark at the desired location**

Rotate the trackball → EVENT or EVENT

Place the cross-hair cursor on the location to enter a mark.

**Use the function keys**

(The below operation depends on the registered functions.)

F1 → << Erase All >> → F1 Press the same function key again.

Event Mark 1/2, School Mark 1/2 will all be erased. To confirm and erase all marks, press the same key again.

Within 5 seconds

F4 → Function assigned to [F4] at factory default

**Measure the speed of school of fish**

Rotate the trackball → FISH or FISH

Place the cross-hair cursor on the center of the school of fish.

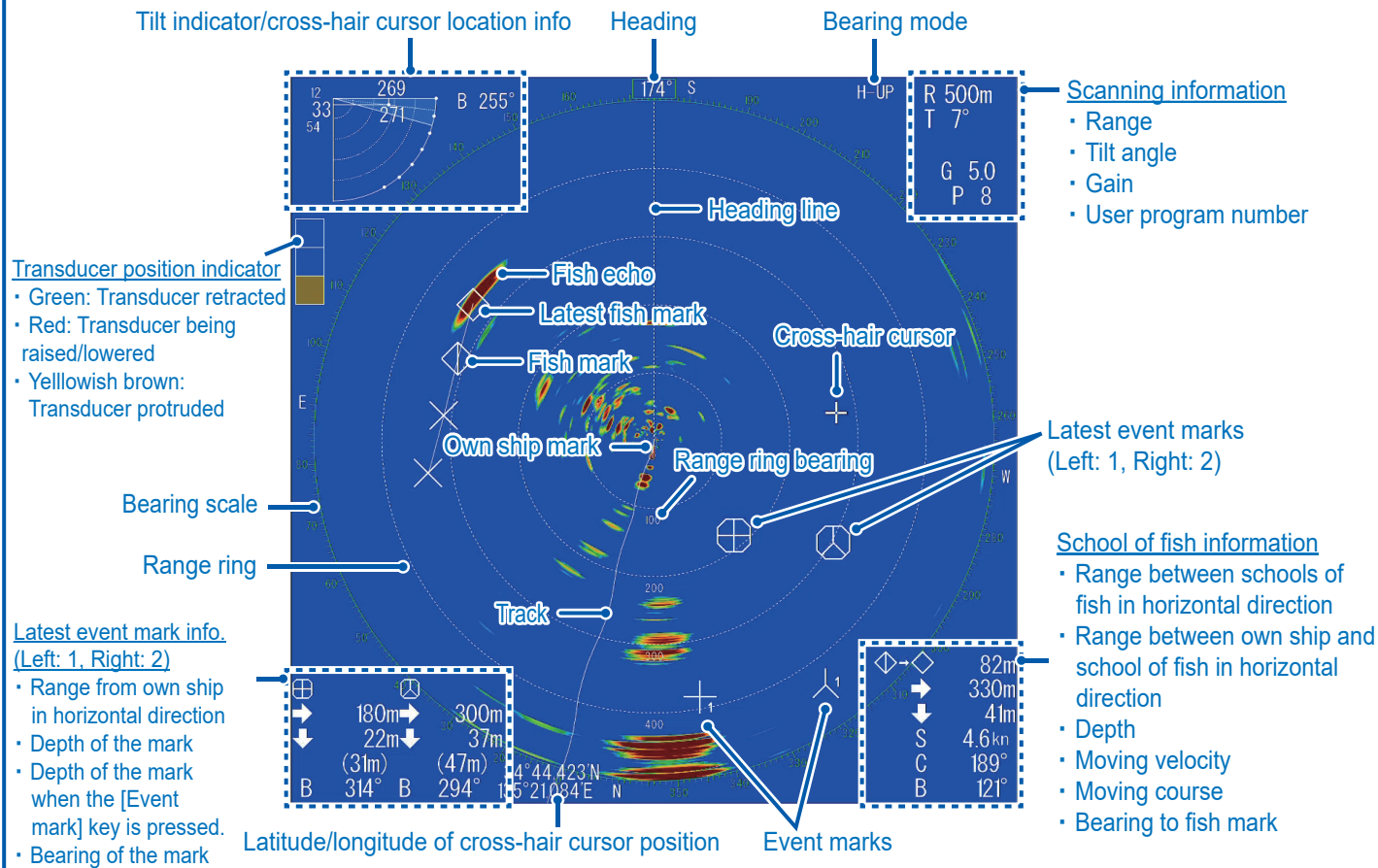
Wait for 1 - 2 minutes.

Rotate the trackball → FISH or FISH

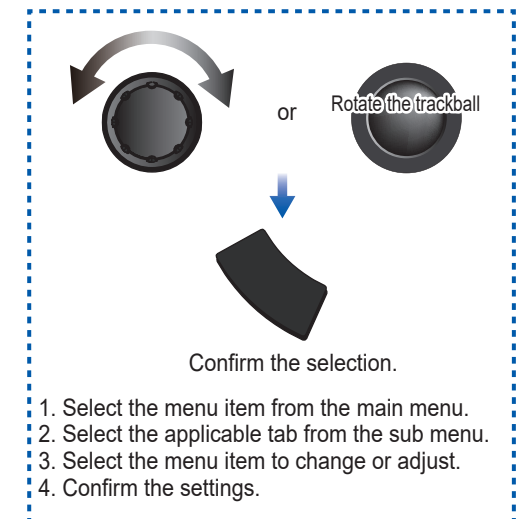
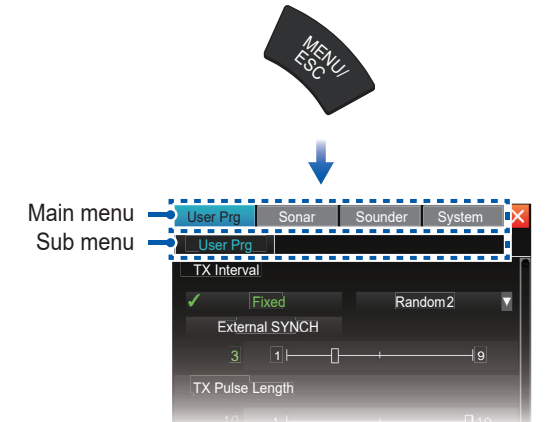
Place the cross-hair cursor on the center of the same school of fish again.

Press the same key as the first time.

## Display example



## How to use the menu



Long-press the key to finish.

## Tilt indicator/cross-hair cursor information

The cross-hair cursor position and detection angle can be checked from the figure on the right.

